

Lothario A. Peon de Schuyter

Game Designer

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Experience

2016-17 **Junior game designer at Darjeeling**
Mechanics, narrative design, documentation and level design for **Homo Machina** a mobile puzzle game inspired of the German doctor **Fritz Kahn**.

2015-16 **Intern game designer at Darjeeling**
Polishing integration, difficulty and gameplay diversity for **Californium** a first person exploration game based on the life and work of Philip K. Dick.

2014-15 **Intern game designer at Playtouch**
Game concept propositions for clients, mechanics design, level design and integration of the games to mobile stores.

Personal projects

2017- present **Gaze**
Gaze is sculpture game played with smartphones. The players have to photograph anamorphoses printed on the sculpture to get the highest score.

2017- present **Dettaglio e Particolare**
A game installation in which the player uses an umbrella to explore a painting's smallest details.

2015-16 **Metanoia**
A speed and navigation game in which the player travels through an infinite world that adapts procedurally to the avatar's speed.

About me

My game of the moment is Rocket League. I enjoy doing photography for the creative pleasure. I'm proud of my multicultural origins, it makes being a citizen of the world easier. "The Art of War" is my way of life and I consider myself a minimalist.

Education

KADK Copenhagen

2017-18 **MA in Visual Game and Media Design**
Urban games, game studies, entrepreneurship and final thesis project.

ICAN Paris

2016-17 **Master in experimental game design**
VR, AR, geolocation, hybrid games, innovation and custom controllers.

2013-16 Bachelor in game design

Game and level design, ergonomics, programming, 2D/3D software, sound design and project management.

Skills and software

Game Design

Specialized in systemic game design
Mechanics and level design
Mastery in MDA, OCR and PNRC models.
First time user experience
Documentation and communication

Languages

English fluent (TOEFL 101 - TOEIC 975)
French second language (C2 level)
Spanish maternal language
Currently learning danish

Software

Unity 3D
Unreal Engine
Adobe Suite
Microsoft office or equivalent
Fmod
3ds Max

